

Design, Make, Market

Idea to Product in the Classroom

CHALLENGE: Create a design for a new product.

DESIGN: Use marker to create a design in thick **bold** lines in the box to the right. (Tip: Think silhouette.)

MAKE: Take a photo of drawing. Crop photo to show only design. Convert photo to SVG at **picsvg.com**. (Tip: Try Filters Ready #3.) Download SVG or copy URL and submit at **DesignMakeTeach.com/demo**.

MARKET: Publish photo of your design via social media with #TCEA & @DesignMakeTeach

Notes:

The Design, Make, Market activity was created to introduce our students to entrepreneurship and give them hands-on experience making a real-world product. The design process is a central part of this intro activity. The student design (in SVG format) can be made into products in our classroom makerspace using the 2D printer, button maker, vinyl cutter, heat press, 3D printer, embroidery machine, CNC machine or laser cutter.

In classes without digital fabrication tools, students can hand make their design using regular classroom supplies. Digital designs can also be sent directly to online services that make and ship the product. Some companies even allow designers to have their own storefronts.

Low cost digital fabrication machines are disrupting traditional manufacturing. These devices are readily available for the classroom and empower students to turn their ideas into reality.

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Learn more at **DesignMakeTeach.com/TCEA**.